Ys: The Oath in Felghana

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CONTENT RATED BY ESRB

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For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

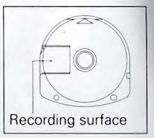
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Ys: The Oath in Felghana

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover (PSP-1001) or pull open the disc cover manually (PSP-2001, PSP-3001).

Insert the ***Ys: The Oath in Felghana*** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is in use.

Memory Stick Duo™
Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the memory stick slot of your PSP® system. You can load saved game data from the same Memory Stick or any Memory Stick containing previously saved games.

PLEASE NOTE that screenshots displayed in this manual may differ slightly from actual in-game footage.

Starting Up

Note that the button layout shown here is only a default, and may be changed to your liking. During gameplay, you may open the Camp Menu and select "Options," then the "Button" tab (page 32) to change the button layout as you see fit.

Basic Controls

Directional buttons/Analog stick: Move the cursor (in a menu) or Adol (during regular gameplay).

✕ **button:** "Action button." Select an option (from a menu), swing Adol's sword, examine an object, or speak with another character.

○ **button:** "Jump/Cancel button." Exit (from a menu) or jump (during regular gameplay). Hold during dialogue scenes to fast-forward through the text.

△ **button:** "Boost button." Activate Boost Mode (when Adol's "Boost Gauge" is full).

□ **button:** "Magic button." Use the currently-selected bracelet's magic (when available). Hold the button to charge, then release to fire.

L button: Switch Adol's currently-equipped accessory.

R button: Switch Adol's currently-equipped bracelet.

SELECT button: "Extra Function." By default, opens the Map of Felghana. See page 33 for details.

START button: Open the Camp Menu. See page 28 for details.

Museum Controls (see page 13)

• Prologue

⊗ button: Advance the story.
○ button: Quickly skip through the story (hold to fast-forward).
START button: Stop reading and return to the Museum menu.

• Gallery

	On the menu	While viewing images
Directional buttons / Analog stick:	Move the cursor	Scroll (when zoomed in)
L button / R button:	Previous/next page	Previous/next image
⊗ button:	View selected image	Zoom in/Zoom out
○ button:	Go to Museum menu	Go to image list
△ button:	(no function)	Play character's voice*
SELECT button:	(no function)	Remove/restore help bar

* When available.

• Movie

⊗ button: Play selected movie

Pressing any button during movie playback will stop the movie and return you to the menu.

Using the Memory Stick

System Data (unlockables, etc.) is AUTO-SAVED during gameplay, so please ensure that you have a functional Memory Stick Duo™ or Memory Stick PRO Duo™ (hereafter "Memory Stick") inserted in your system's Memory Stick Duo slot prior to the start of a gameplay session.

Each Memory Stick may contain only one System Data file, but may contain any number of individual save-game files (as many as will fit on the medium).

Once progress is made during a gameplay session, it is highly recommended that you save your game to avoid the loss of this progress. Please see the "Saving" section on page 20 for details.

PLEASE NOTE that at least 128 KB of free space is needed on the Memory Stick for System Data, and an additional 384 KB is needed for each save-game file.

Two years have passed since the events in the land of Ys.

The young red-haired swordsman, Adol Christin, has been setting his sights on new adventures in new frontiers, wandering aimlessly from land to land alongside his eternal blue-haired companion and confidant, Dogi.

During their wanderings, the two of them catch wind of bad tidings in Felghana, the land of Dogi's birth.

An ancient volcano has become active anew...monsters have begun appearing across the countryside...and the lord of the land has been oppressing his people without mercy...

Stalwart and determined, the ever-benevolent heroes of red and blue set sail for Felghana, intent on personally confirming the validity of these rumors. Adol, however, has a sinking feeling about this particular trip. He perceives an evil awaiting him in this new land, and somehow knows that this adventure will be a most harrowing one...

Felghana is an isolated nation in northern Europe, bordered on all sides by the sea or the mountains. Its residents have typically lived a humble existence centered around the mining and export of a rare mineral called "raval" – at least, until Count McGuire came along. A noble from the Romun Empire, McGuire was forced upon Felghana as its feudal lord 20 years before our story begins, and has been ruthlessly flaunting his power ever since.

Felghana is known for its rich and mystical lore, with tales often told of a now-defunct animistic religion, and an ancient hero locked in supernatural combat against a wicked god...

Town of Redmont

The cultural capital of Felghana–and indeed, its only real settlement. The townsfolk of Redmont make their livings mining or selling raval ore, which has been a much more difficult task of late thanks to the oft-reviled Count McGuire. In addition to levying exorbitant taxes to fund the upkeep of his massive castle, McGuire has also recently shut down the raval quarry, cutting off the town from its only real source of income.

Illburns Ruins

The ruins of an ancient temple constructed at the foot of the Illburns Volcano. Although its true purpose is unknown, scholars believe that this temple was built long ago in reverence to a pagan god. Around one year before our story begins, the Illburns Ruins saw seismic and climatic changes indicating renewed volcanic activity, and have thus been deemed off-limits by the Church of Felghana.

Tigray Quarry

An old, well-worn system of mining tunnels carved into the mountains right outside Redmont. As the known world's only real source of raval ore, the Tigray Quarry is an exceptionally valuable resource to the people of the town, representing generations' worth of toil and hard-earned financial success.

Raval Ore
A rock mineral native to Felghana, known elsewhere in the world as "growing steel." If purified and refined, raval can be used in blacksmithing to create hard, sharp, and generally resilient equipment that far surpasses the quality of standard metal products.

Elderm Mountains

An imposing mountain range that spans the border between Felghana and Gllia. The Elderm Mountains were once regarded as sacred ground amongst practitioners of the now-defunct "deo-anima" religion. With the deo-animists lost to the pages of history, however, the mountains now sit in peace, largely undisturbed by man.

Valestein Castle

An ostentatious, downright gaudy castle built by the Romun noble Count McGuire upon his ascension to Felghana's seat of power. Unsurprisingly, the cost of its construction (and continued cost of its upkeep) fell squarely on the shoulders of Redmont's townsfolk, whether they liked it or not (and obviously, they didn't). Three years prior to our story's onset, McGuire added a large clock tower to the castle –a rare addition even in Romn, much less Felghana.

Adol Christin

A young man uniquely identifiable by his fiery red hair and deep, dark eyes. Travels the world with his best friend Dogi, always seeking the thrill of new lands, new possibilities and endless trouble. Set sail for Felghana after hearing rumors of monsters and unrest therein, in hopes that perhaps he–as always–might be able to set things right.

Dogi

Adol's best friend, partner and confidant. Prior to traveling the world with Adol, Dogi was employed as a career thief in the land of Esteria, but was always more of a Robin Hood than a Moriarty. Honorable, kind and strong as an ox, Dogi is known by his peers as the "Wall-Crusher" due to his propensity for finding and decimating any and all barriers in his path. Spent his adolescence menacing the humble villagers of Felghana's trading town, Redmont, but left on a journey of self-discovery eight years before our tale begins.

Elena Stoddart

Chester's little sister. Despite her cute and dainty appearance, Elena has always been something of a tomboy: rough, wild and uncontrollable. Frequently slips out of town when she's not supposed to, and is widely renowned for her absolute unwillingness to accept life's little injustices at face value. Her strong resolve also means she's a hard worker, which–combined with her general kindheartedness–has made her into something of an idol amongst the townsfolk.

Chester Stoddart

Dogi's childhood friend. Orphaned at a tender young age, Chester and his sister Elena took up residence in the home of Redmont's mayor, Edgar, where they were raised as part of his family. One year before this tale begins–around the time monsters first started appearing in Felghana–Chester started becoming more and more distant and self-absorbed until eventually, he went missing from the town altogether. His whereabouts remain unknown.

Mayor Edgar

The mayor of Felghana's only true settlement, the trading town of Redmont. Mayor Edgar is the glue that holds Redmont together, tirelessly working around the clock to ensure that the town's trading and mining industries continue to thrive despite any opposition they may face from the taxation and tyranny of the ruling class. Edgar is also renowned for his kindness and selflessness, having taken in Chester and Elena after they were orphaned and raising them as his own ever since.

Bishop Nikolas

The head of the Felghana diocese. Currently serves as pastor at the chapel in Valestein Castle after a long stint as Redmont's head priest. Still drops in on the town from time to time to check on his successor, Father Pierre, and offer assistance wherever he's able.

Berhardt

A mysterious hermit who lives by himself on a peak in the Elderm Mountains. Berhardt is soft-spoken and melancholic, but is widely known throughout Felghana for his unmatchable strength and fighting ability. He once served as master to Chester and Dogi, teaching them everything they know about combat and defensive techniques. His reason for choosing a life of solitude, however, is unknown.

Count McGuire

Felghana's feudal ruler. Known as a tyrant by all the men, women and children of Redmont, and rightfully so. He passes absurd laws, clearly engages in underhanded dealings, and even had an unreasonably elaborate castle built for himself by unwilling laborers, funded entirely through heavy taxation on a people who've already spread themselves far too thin. Basically, this man is directly responsible for life in Felghana being so difficult, and he's shown no signs of relaxing his iron-fisted power trip anytime in the foreseeable future.

The first thing you'll see when loading the game is the Title Screen.

Title Screen

• NEW GAME

Select this to begin from the game's start.

1. Upon selecting NEW GAME, you will be asked to choose one of the following difficulty levels:

VERY EASY - Extremely forgiving, with lots of EXP and gold to be had. Great for non-gamers or anyone on a tight schedule.

EASY - Balanced in the player's favor. A much easier experience than Normal difficulty. Perfect for beginners.

NORMAL - Standard difficulty. Designed to give players a taste of the game's challenge, without overdoing it.

HARD - Not for the faint of heart. Designed to provide the player with difficult, thrilling battles. For veterans only.

NIGHTMARE - A truly nightmarish, completely absurd level of difficulty. For the elitest of the elite only.

INFERNO - Only available after completing the game once. Non-masochists need not apply.

2. Upon selecting your preferred difficulty level, the game's prologue will begin playing. Enjoy: The game is now underway!

Press the START button during the prologue narration and/or opening movie to skip playback and return to the game.

CAUTION – Think carefully before choosing a difficulty level, as this is an UNALTERABLE decision. Although you may downgrade to a lower difficulty during boss battles (see page 21), you're stuck with the difficulty you choose during normal gameplay, and must restart the game anew if you should wish to pick another.

• LOAD GAME

Select this to load save-game data from your Memory Stick Duo™ or Memory Stick PRO Duo™, resuming a previous gameplay session.

When selected, a list of save-game data files will appear on the screen. Highlight the desired file and press the ✕ button to load it.

• TIME ATTACK

Select this to launch the "Time Attack" game (see below). This option will not become available on the Title Screen menu until the main game has been completed at least once.

• MUSEUM

Select this to read the "prologue novella," view illustrations from the Gallery menu, and/or watch one of the game's animated movie scenes. The prologue novel may be read at any time, but movies will only become available for viewing as they're encountered in the main game, and illustrations will only become available for viewing as the regular and Time Attack games are cleared on each of the various difficulty levels.

• OPTION

Select this to open the game's configuration menu. For more details, please see the "Option" section under the "Camp Menu" heading on page 31.

Time Attack

Time Attack is a game mode in which all story and exploration is removed, leaving only boss encounters. The goal of Time Attack is to challenge yourself, and see how quickly you're able to take down each of the major bosses.

After selecting a difficulty level, you can choose an individual boss to fight, or pick "Boss Rush" to fight each of them in succession.

If and when a boss is defeated, your battle time is automatically saved. The current speed record for that boss (or for Boss Rush) is then displayed next to the boss' name on the Time Attack menu.

• Quitting During Time Attack Mode

You may quit during a Time Attack boss fight by opening the Camp Menu (defaults to the START button), then selecting "Option," "General," and "Return to Title."

Game Screen

The screenshot pictured below is indicative of what typical gameplay looks like in *Ys: The Oath in Felghana*. When playing, you'll be moving Adol through many screens such as this.

• Status and Gauges

Current Equipment
(Weapon, Shield, Armor, Accessory)
Current HP / Max HP
145/145
Boost Gauge
Slowly fills over time. Fills more quickly when Adol's HP is low. The more danger Adol is in, the faster it rises.
EXP bar (red)
HP bar (blue)
Magic bar
(color differs with each bracelet)
Raval ore on hand
Money on hand
Currently-equipped bracelet
: Ignis (Fire)
: Ventus (Wind)
: Terra (Earth)

• Additional Displays During Combat

Hit - Current damage combo.

Exp rate - Multiplier for EXP gain. The higher your combo, the higher the Exp rate.

Hit Bonuses (see page 25)
Red . . . . Attack power increased
Blue . . . Defensive power increased
Yellow . . Magic recovery rate up
Orange . . EXP multiplier increased

Opening the Menu

During gameplay, you may press the START button (or whatever alternate button has been assigned to the task) to open the Camp Menu. From the Camp Menu, you're able to change equipment, use items, load save-game data, read through statistics and information, and/or alter the game's configuration settings. For more information, please see the "Camp Menu" section on page 28.

Moving

Adol can be moved via the analog stick, or by pressing and holding one or more of the directional buttons.

Dashing

After acquiring and using one specific item during gameplay, Adol will gain the ability to run at much higher speeds than usual. This is known as "dashing." Once this ability has been learned, it may be used at any time by holding the action button (defaults to the ⊗ button) while running.

Dashing can be a valuable technique for outmaneuvering quick enemies, or even for gaining a little extra distance on your jumps.

There exist alternate means for activating the dash ability via the Option menu, under the General tab. These include dashing by double-tapping one of the directional buttons (or one particular direction on the analog stick), or the "Always Dash Once Able" option, which ensures that Adol will dash at all times during combat.

PLEASE NOTE: By default, "Always Dash Once Able" is set ON, so for most players, dashing will occur automatically.

Interaction

• Talking
When approaching a friendly character, a "chat bubble" will appear above both the character's head and Adol's. Any time this chat bubble is visible on-screen, you may press the action button (defaults to the ✕ button) to speak with that character. To advance from one dialogue window to the next, you may either press the action button again, or the ○ button (which can also be used to speed things up, if pressed before the dialogue has finished displaying). Note that you may also press and HOLD the ○ button to fast-forward through the entire conversation.

• Examining, Opening, Activating, etc.
When approaching an object of interest, an exclamation mark "!" will appear above both Adol's head and the object itself. Any time this mark is visible on-screen, you may press the action button (defaults to the ✕ button) to take the appropriate action (open the treasure chest, pull the lever, examine the artifact, etc.).

NOTE – Clay pots may be found throughout the game's dungeon areas. These pots can be easily broken with a regular attack, and often conceal gold or healing items.

Basic Actions

• Attack
Defaults to the ✕ button. Press in a hostile area to swing Adol's sword. Adol can attack up to six times in rapid succession.

• Lunge Attack
Can be triggered by attacking immediately after coming to a stop. When used successfully, Adol will lunge forward for a more powerful sword-slash.

• Jump
Defaults to the ○ button. Press to make Adol leap into the air. His direction may be altered mid-jump.

• Jump Slash
Can be triggered by attacking during the ascent of a jump (while in motion). Press to make Adol swing his sword in mid-air. This also adds a small amount of inertia, slightly extending the length of his jump.

• Up-Thrust
Can be triggered by attacking during the ascent of a jump (while stationary). Press to make Adol swing his sword upward, aiming for enemies above his head.

• Down-Thrust
Can be triggered by attacking during the descent of a jump. Press to make Adol drop from the air with his sword pointed downward. Has a chance of stunning any enemies it hits, leaving them fully vulnerable to continued attack.

Boost Mode

When Adol's "Boost Gauge" reaches 100%, press the boost button (defaults to the △ button) to activate Boost Mode. Adol's body will glow, and his abilities will be temporarily enhanced.

• Combat Enhancements
Both the speed and strength of Adol's attacks will increase significantly while Boost Mode is in effect. With proper timing, up to ten consecutive hits may be landed on a single foe.

• Defensive Enhancements
Adol will take only half damage and will suffer no knock-back or interruption when hit by enemies. In addition, he will be momentarily invincible when Boost Mode is first activated.

Bracelet Magic

As Adol acquires elemental bracelets, he gains the ability to use the magic they conceal within. For more information, please see the "Elemental Bracelets & Magic" section on page 22.

Double Jump & Double Boost

Adol will learn these two abilities as the game's story progresses. Until that time, they are not available for use.

• Double Jump

With the Double Jump, Adol will be able to leap, then leap again in mid-air. Using this ability, previously inaccessible areas of the game suddenly become open for exploration. In addition, performing a Down-Thrust technique from the apex of a Double Jump greatly increases Adol's chance of stunning the target enemy.

• Double Boost

After Adol's Boost Gauge reaches 100%, it will begin filling again in red. Press the boost button when this reaches capacity to activate Double Boost. A blast of energy will be emitted from Adol's body, injuring foes and temporarily empowering Adol much more than a standard Boost would.

• HP Recovery

While Double Boosted, Adol will slowly recover HP. The rate at which HP is restored varies based on your current Hit combo.

• Energy Attack

At the moment Double Boost is activated, a blast of energy will send any nearby foes flying, damaging them in the process.

Equipment

Weapons, armor, shields and accessories are useless to Adol unless equipped. Whenever you receive a new item of this variety, it is recommended that you equip it right away, lest its benefits be wasted. To confirm what those benefits may be, highlight the item's icon in the Equip menu. This will display detailed information on its usage in the window at the bottom of the screen. For more information on how this works, please see the "Equip" section under the "Camp Menu" heading on page 28.

Using Items

Equipment aside, there are three different kinds of items to be found within this game:

- **Passive items**, which automatically take effect simply by being in Adol's possession.
- **Usable items**, which must be highlighted and used from the Item menu in order to take effect.
- **Key items**, which are utilized by examining or interacting with doors or other objects related to their specific purposes.

Whenever Adol acquires a new item or piece of equipment, areas of the game that were previously inaccessible may now be open to him. Try to make a note of any suspicious locations you may find as you progress through your adventure, and bear them in mind as you amass an ever-growing inventory of uniquely beneficial curios.

• Wing Talisman

As his adventure continues, Adol will eventually acquire an item called the "Wing Talisman." By using this item (either from the Item menu, or by pressing the SELECT button), Adol can warp directly to any travel monument he's touched during the course of the game.

By default, "Wing Warp" is set to the SELECT button, though this can be changed in the Option menu.

HP Recovery

If Adol is low on health, there are numerous ways to heal him:

• Drop Items
When enemies are defeated, they may leave medicinal herbs behind (see page 25). If Adol touches one of these herbs, a set amount of his health points (HP) will immediately be restored.

• Leveling Up
As Adol continues to eradicate foes, he gains experience points (EXP). When he gains enough EXP, his experience level is raised by 1. Each time Adol's level goes up, his health is fully restored.

• Equipment
There is one specific accessory Adol may find during his adventure which, when equipped, allows for steady health recovery under certain conditions.

Travel Monuments

Throughout the land of Felghana, ancient monuments dedicated to a long-forgotten god of travel can be found. If Adol touches one of these monuments, his health will be replenished almost instantaneously.

• Saving
When Adol draws near a travel monument, an exclamation point "!" will appear above his head, and above the monument itself as well. When you see this indicator, press the ⊗ button to open the Save menu.

The Save menu allows you to scroll through all available save-game slots on your Memory Stick Duo™ or Memory Stick PRO Duo™. Select the desired slot and press the ⊗ button to save your game. For more details on the structure of save-game data, please see the "Load" section under the "Camp Menu" heading on page 30.

NOTE - It is NOT possible to save your progress in this game without utilizing a travel monument.

Game Over

If Adol's HP drops to zero during gameplay, his mission will end in failure. A Game Over screen will display, and a small menu of options will be presented:

• Retry from zone-in
If defeated during normal gameplay, the "Retry from zone-in" option will appear. When selected, Adol will restart his adventure from the last area transition he encountered (in other words, from the entrance to the current "room").

• Retry boss fight
If defeated during a boss battle, the "Retry boss fight" option will appear. When selected, Adol will restart the fight from its onset.

• Lower difficulty level
This option will only appear if Adol is repeatedly defeated during a boss battle, over the course of several retries. When selected, the game's difficulty level is lowered by one rank (Hard to Normal, Normal to Easy, etc.), and the fight is restarted with this new setting. If you find yourself unable to defeat a boss no matter how many times you try, then this option is for you.

• Return to title screen
This option is always available, regardless of when, where or how Adol is defeated. If chosen, any unsaved progress will be lost, and the game will be returned to the Title Screen. From there, players may elect to start a new game or load a previously-saved file.

As Adol acquires and equips elemental bracelets (see page 28), he becomes able to use the magic spells they conceal within.

• Usage

Press and hold the magic button, then release it to unleash the magic attack contained within Adol's currently-equipped bracelet–assuming he has enough magic points remaining, anyway. If he does not, you need only wait a few seconds, as the magic meter will gradually refill over time.

NOTE – Defeated enemies will sometimes drop "draughts," some of which will restore a set amount of magic points when picked up. For more details, see the "Drop Items" section on page 25.

• Switching Bracelets

If you have more than one elemental bracelet in your possession, you may press the R button at any time during normal gameplay to switch between the available options. Note that this function may be mapped to any other button of your choosing, as well. Please see the "Option" section under the "Camp Menu" heading on page 31 for more details.

• Overcoming Obstacles

Bracelet magic can serve you well in combat, of course, but there are also other ways to make use of its powers. If your path is blocked, for example, magic will often be extremely effective at forging a new route, allowing the adventure to continue unabated.

• Exploiting Weaknesses

Using your magic to exploit an enemy's elemental weakness is often the key to victory. If you should encounter an enemy who seems impervious to sword attacks, try using magic, and the tides of battle may suddenly turn in your favor!

Jewels

Within the game, there exist specific jewels for each of the elemental bracelets. With each jewel acquired, the corresponding bracelet's magic becomes more powerful.

• Magic Enhancements

With even a single jewel attached, a bracelet becomes capable of delivering charged attacks (hold the magic button for several seconds, then let go to fire). Additional jewels increase the rate of magic recovery and provide an overall increase in power. Each bracelet may hold up to three jewels.

← Adol's body glows brightly when his bracelet is fully charged.

Ignis Bracelet

FIRE

Pressing the magic button unleashes fireballs on your unsuspecting foes.

• Usage

If your target is out of reach, or you simply don't wish to engage in close quarters combat, fireballs are a great way to keep your distance. In addition, certain devices may require a gentle scorching to be activated...

• Charge Attack

After acquiring at least one Ruby, press and hold the magic button until your spell is fully charged, then release. This will hurl a massive, exploding fireball!

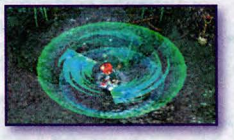
Elemental Bracelets & Magic

Ventus Bracelet

WIND
Pressing the magic button spins your whole body like a bladed whirlwind.

• Usage
Combat potential aside, activating this magic while jumping can be used to glide through the air, crossing wide chasms with ease.

• Charge Attack
After acquiring at least one Emerald, press and hold the magic button until your spell is fully charged, then release. This will transform Adol into a vicious tornado!



Terra Bracelet

EARTH
Pressing the magic button body-slams you into your target at impossible speed.

• Usage
The elemental power of this bracelet makes Adol's body temporarily impervious to damage, and can be used to break through certain walls. Watch for cracks or other structural flaws!

• Charge Attack
After acquiring at least one Topaz, press and hold the magic button until your spell is fully charged, then release. This will cause Adol to move so fast, he'll generate a powerful shockwave!

Hit Bonuses & Drop Items

Hit Bonuses

As Adol successfully attacks enemies, the "Hit" combo displayed at the top of the screen will increase. Other statistics will also rise temporarily, including the rate of EXP gain and the likelihood of defeated enemies dropping "draughts". These draughts, when collected, provide boosts to Adol's strength, defense and/or magic recovery, though their effects last only for the duration of the corresponding time bars shown on the bottom-left corner of the screen. Each of these bars will rapidly shrink, and once it's gone, the bonus effect associated with it will disappear.

Hit Bonuses:
Red . . . . Attack power increased
Blue . . . . Defensive power increased
Yellow . . Magic recovery rate up
Orange . . EXP multiplier increased

• EXP Rate Up - The number of experience points Adol receives for defeating enemies increases as his Hit combo goes up.

• Item Drop Rate Up - The tendency of enemies to drop medicinal herbs or draughts increases as Adol's Hit combo goes up.

Drop Items

When an enemy is defeated, one of these items may be left behind:

Herb - Instantly restores some health points (HP) when touched. The amount of HP restored depends on the type of herb. Herbs take effect immediately, and may not be stored for later use.

Gold - Currency. The value of each gold coin collected varies based on its size.

Raval - Ore used in weaponsmithing. Bigger chunks contain more usable ore.

Draught - When Adol's Hit rate reaches a certain threshold, enemies will begin dropping draughts. There are three varieties: "Str Add" (increases attack power), "Def Add" (increases defensive power), and "MP Speed" (increases magic recovery rate). Each draught also comes in both a large and small bottle, with the large bottle granting a more powerful and longer-lasting effect.

At Adonis and Cynthia's shop in the town of Redmont, Adol is able to purchase new items and equipment, as well as refine any equipment already in his possession.

Purchasing Items

If Adol speaks with the shopkeeper, Cynthia, a menu of conversation options will be displayed. Select "Buy equipment" from this menu to view a list of available weapons, armor and shields, or "Buy items" to view a list of miscellaneous curios. Highlight the item you wish to purchase, and press the ⊗ button to "pull it off the shelf." You'll then be asked to confirm whether or not to buy that item. Select "Yes" to finalize the transaction, and enjoy your new purchase!

PLEASE NOTE that Cynthia's list of items varies based on Adol's current inventory. If Adol has already bought a unique one-of-a-kind item, or already possesses the pre-determined maximum amount of a specific item, that item will then display as "Sold Out," and may no longer be selected for purchase.

Refining Equipment

Refining your weapon, armor or shield increases its offensive or defensive capability. The refining process, however, requires a set amount of both gold and "raval ore." Opening treasure chests, defeating monsters and performing tasks for townsfolk are all great ways to gain both gold and raval–though raval is generally much harder to come across than gold.

Adol's current equipment
Gold on hand
Raval ore on hand
Effect on equipment stats
Amount of gold and raval ore needed
Description of highlighted piece

If Adol speaks with the blacksmith, Adonis, a menu of conversation options will be displayed. Select "Get equipment tempered" from this menu to view all the equipment currently in Adol's possession. Highlight the piece you'd like to have refined, and press the ⊗ button to hand it over. You'll then be asked to confirm whether or not to proceed with the refining. Select "Yes" to finalize the transaction, and enjoy your newly-tempered equipment!

PLEASE NOTE that each time a piece of equipment is refined, its "equipment level" is raised by 1. This level is displayed on the bottom-right corner of the equipment icon. The maximum level for any piece is 3, which is represented by the word "MAX." Any equipment displaying "MAX" in place of a numerical value has been augmented to its breaking point, and may not be refined any further.

Pressing the menu button (defaults to START) at any time during active gameplay will open the Camp Menu.

Lv. : Experience level
HP : Current and maximum health points
STR : Strength
DEF : Defense
Exp : Current experience points
Next : Experience points still needed for a level-up
Gold : Amount of money currently on hand
Raval : Amount of raval ore currently on hand

Equip

This option will allow you to select a weapon, armor, shield, accessory and/or elemental bracelet for Adol to equip. Simply highlight the desired piece and press the ⊗ button to equip it.

PLEASE NOTE that it is also possible to change Adol's equipped accessory or bracelet without making use of the Camp Menu at all. By default, the L button can be used to switch his accessory, and the R button can be used to switch his bracelet.

NOTE - If Adol equips a weapon, armor and shield from the same "series" (i.e. the same column on the Equip menu), his appearance will change to reflect this matching set during regular gameplay.

Item

This option will open the Item menu, wherein you can take a closer look at the items in Adol's inventory. There are three different kinds of items to be found within this game:

- **Passive items**, which automatically take effect simply by being in Adol's possession.
- **Usable items**, which must be highlighted and used from this menu in order to take effect.
- **Key items**, which are utilized by examining or interacting with doors or other objects related to their specific purposes.

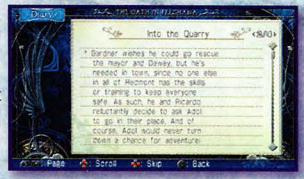
• Using Items

In the case of usable items, you need only highlight the desired item from this menu and press the ⊗ button. A confirmation message will be displayed asking if you're certain you wish to use it. Select "Yes," and its effect will be immediate.

Diary

This option allows you to review your "adventure diary," wherein the entire story of the game so far is summarized in brief.

While reading, you may press the L or R button to switch pages, the up or down button to scroll through the text, or the left or right button to skip through it.



Load

This option allows you to load progress and resume playing from any previously-saved file on your Memory Stick Duo™ or Memory Stick PRO Duo™ . After selecting this option, a list of available save-game files will be displayed. Simply select the one you want, and press the ⊗ button to resume play from that file.

• Save-Game Information

1 Location of the travel monument where this file was saved

2 Adol's experience level, HP, and difficulty level
Gold: Money on hand
Raval: Raval ore on hand
PlayTime: How much time was spent playing prior to this save

Option

This option allows you to change various configuration settings related to gameplay and control.

"General" tab: Presents options to alter various basic gameplay elements. Unless otherwise noted, you may highlight any of these options and press the ⊗ button to toggle it on/off.

• Message Speed
Determines how quickly text is written to the screen during dialogue scenes. Press the left or right button while this item is highlighted to move the slider. Right = faster text, left = slower text.

• Limit to 8 Directions
Limits the analog stick to 8-directional movement only, instead of full 360-degree movement. This may aid certain players in making more precise jumps.

• Hold Attack to Use Magic
Use magic by pressing and holding the attack button.

• Double-Tap to Dash
After acquiring the ability to dash, double-tap one of the directional buttons or one specific direction on the analog stick to dash in that direction.

• Always Dash Once Able
Ensure that Adol always dashes after acquiring the ability to do so. This option is enabled by default.

• Restore Defaults
Restore all settings on the General tab to their default values.

• Return to Title
Return to the title screen. Note that any unsaved progress will be lost. Also note that this is not a toggle: Selecting this option means you wish to quit the game and return to the title screen immediately.

"Sound" tab: Presents options to alter sound- and music-related functions. Unless otherwise noted, you may highlight any of these options and press the ⊗ button to toggle it on/off.

• **BGM Type** - Determines which version of the game's background music is played. Press the ⊗ button to toggle among three available options: Standard, Ys III PC88, and Ys III X68K. "Standard" represents the normal soundtrack *to Ys: The Oath in Felghana,* while the others represent the soundtrack to *Ys III: Wanderers From Ys* as heard on older Japanese computer systems.

• **BGM Volume / SFX Volume / Voice Volume** - Determines the playback volume for background music, sound effects and voice-acting, respectively. Press the left or right button while any of these items are highlighted to move the slider. Right = higher volume, left = lower volume.

• **Voice Playback** - Turn regular voice-acting on. This option is enabled by default.

• **Narration** - Turn voice-acting on for the game's narrator. This option is enabled by default.

• **BGM Down for VO** - Reduce the volume of the game's background music whenever voice-acted lines are spoken.

• **Restore Defaults** - Restore all settings on the Sound tab to their default values.

"Buttons" tab: Presents control options, allowing you to reassign certain gameplay functions to buttons of your own choosing. Simply highlight the desired function and press the ⊗ button to select it, then press the button you wish to associate with that function.

There are also two additional options on this menu:

• **Extra Function**
To the left of the "Extra Function" button is a toggle which determines what that button will actually do during gameplay. Highlight the toggle and press the ⊗ button to switch among the three available options: "Wing Warp" (use the Wing Talisman item, once you've obtained it), "No-Fall" (toggle No-Fall Mode), and "Walk" (hold to walk slowly and carefully).

• **Restore Defaults**
Restore all settings on the Buttons tab to their default values.

Topic

This option allows you to view detailed data on a variety of game-related topics. Although the information you'll be able to view from this menu is initially very limited, it will increase as the game's story progresses.

• **Character**
Full profiles of every character Adol has encountered thus far on his adventure.

• **Monster**
Full profiles of every monster Adol has encountered thus far on his adventure.

• **Manual**
Tutorial screens, covering much of the same information as this instruction booklet.

Help! Adol's Swervin' Like He's Drunk!

• Maybe He Is

...But probably not. With full 360-degree freedom, you may find that even sober Adol tends to bob and weave like a rhino at a state fair...and that can be a real problem when you're trying to make precision jumps onto tiny platforms! Fortunately, if you open the Option menu's General tab, you'll see the fabled "Limit to 8 Directions" option of yore. With this option checked, it's said that even the swerviest of heroes can be kept bound to straight or diagonal lines, making jumps a far more exacting science than ever before!

You could also just use the directional buttons instead of the analog stick. But that's no fun, is it?

My Jump Won't Reach! I'm Stuuuuuck!

• Stop Whining

...You're probably just not SUPPOSED to go there yet! As you progress through the game, Adol gains new abilities that allow him to access previously out-of-reach locations. The Double Jump, for example, lets him leap higher than ever before; and the Ventus Bracelet lets him fly through the air like a discus, clearing incredible distances in a Christmas-hued blur of motion. Once Adol acquires powers such as these, try to think back and remember all the places you couldn't get to before...and if you give it another shot, I'll bet you have no trouble getting to them now!

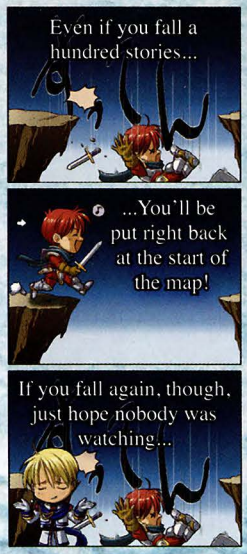
I Keep Falling Off Cliffs & Narrow Passages!

• Yer Doin' It Wrong

...By which I mean, you're probably running at top speed. Especially when the passage is so narrow that a slight course correction can send you plummeting, it's absolutely pivotal that you take your time. Try setting the Extra Function button to "Walk" in the Option menu's Buttons tab (see page 32), and utilizing Adol's "walk mode" to tiptoe your way to safety!

• Just Admit You Suck

...When even walking fails to get you across safely, it's time to bust out "No-Fall Mode." When enabled, No-Fall Mode warps you back to the start of the room should you find yourself falling down a pit. You can try to get across as many times as you'd like, until you finally (and shamefully) make it! Just open the Option menu's Buttons tab, and toggle the Extra Function button to "No-Fall" (see page 33). Then, if you find yourself in a room full of pits and cliffs and narrow passages and such, press the Extra Function button to turn No-Fall Mode on (represented by a wing symbol on the top-right corner of the screen). When you're done wussing out, press the Extra Function button again to turn it off.


Even if you fall a hundred stories...
...You'll be put right back at the start of the map!
If you fall again, though, just hope nobody was watching...

CAUTION – In certain parts of the game, it may be necessary to fall down a pit in order to acquire an important item or progress to the next area. Please keep this in mind when utilizing No-Fall mode.

Credits

- Development Members -

Nihon Falcom Corporation

Programmers
Noriyuki Chiyoda
Masaya Imura
Kazuhiko Onoda
Syuuji Nishitani
Hideyuki Yamashita

Graphic Artists
Hiromi Okada
Syunsuke Ito
Kazuki Nagao
Hiroyuki Yabuki
Tomoko Sakai
Hidenori Tanaka
Maiko Yoshida
Nobuo Hayashi
Atsushi Takai
Toshio Inoue
Ayumu Ookusa
Yuu Toukairin

Scenario Writers / Event Script Editors
Hisayoshi Takeiri
Toshihiro Kondo
Yoshihiro Konda

Music Composers / Sound Team jdk
Hayato Sonoda
Takahiro Unisuga
Saki Momiyama
Masanori Osaki

Music Performers / jdk BAND
Music Arrangement : Yukihiro Jindo
Guitar : Akihiro Goto
Violin : Akiko Nagano
Recording : Kazuhiro Miyasaka (PRESSTONE)

"Believe In My Heart"
Arrangement : Masashi"Jill"Okagaki
Guitar : Takeshi Inoue

Special Thanks
Kure Software Koubou Corporation

Coordinator
Mieko Ishikawa

Director
Toshihiro Kondo

Producer
Masayuki Kato

- North American Localization -

English Text Translation by
Jeff Nussbaum

XSEED Games

Localization Specialists
Thomas Lipschultz
Jessica M. Chavez

Localization Manager
Kenji Hosoi

Product Coordinator
Christine Nakashima

Product Manager
Jimmy Soga

Director of Publishing
Ken Berry

Account Analyst
Shiho Yamaguchi

Finance
Kenzo Nogimura

President
Jun Iwasaki

Special Thanks
ONE PR Studios
Pole 2 Win America
Studio QED, Inc.
Virtual InterActive

Game Testers
Joseph Jin
Jonathan Osorio
Chris Craig
Tri Le
Toshihiro Akabori
Waldemar Yuen
Philip Wang

Ys: The Oath in Felghana
PSP® (PlayStation®Portable) system

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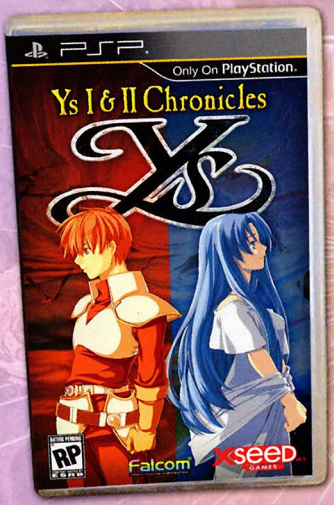

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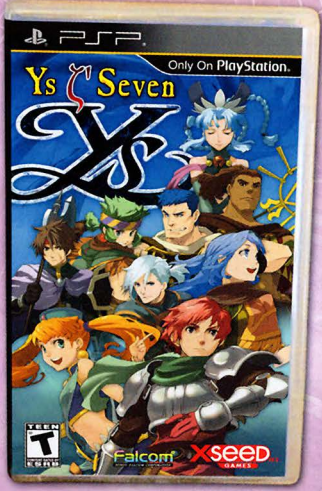

TEEN
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CONTENT RATED BY ESRB

Blood
Fantasy Violence
Mild Language

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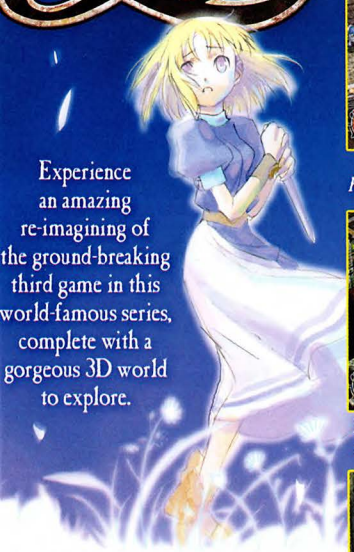
Ys Perfected



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TEEN T™

Blood
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Mild Language
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Ys: The Oath in Felghana

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